

THE EFFECT OF ONLINE GAMES AS A MEDIUM TO STUDENTS' SPEAKING SKILL

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Abstract

This study aims to determine the effect of online games as a medium on speaking skills. These 4 fundamental English skills are speaking, listening, reading, and writing. The majority of people prefer speaking as their primary mode of communication. In Indonesia, English is a foreign language limited to classroom learning and is rarely used in everyday life, especially in speaking. So, some students need help with mastering English in speaking. Many students nowadays like playing online games as a hobby because Online Games have a worldwide server, so they can communicate with others using English. Online games have good and bad effects on learning, particularly when learning a new language. Most use online games as learning techniques and a friendly approach to learning English. This quantitative research uses a sample of 30 students at the language and literature faculty of Makassar State University. Data collection in this study used a questionnaire distributed by purposive sampling technique. The data were analyzed using simple linear regression (F-Test) and descriptive statistical analysis techniques. The results showed that the influence of online games on students' speaking ability had an effect of 43.4%. It can also be seen that the average student playing time is 2 hours, with the type of game most often played being FPS (First Person Shooter).

Keywords — *Effect, Online Game, Speaking Skill.*

INTRODUCTION

As the language most widely used in various countries in the world, English has been considered the official language to be used in the international world. Mandarin is almost as popular as English; therefore, we must be able to speak English to communicate with people in other parts of the world. There are over half 1.000.000 words in English, and the average native speaker only speaks about 5000 words per day. Second language learners are frequently observed generating a new language system that combines parts of their original language with

components of the English they have just learned. These 4 fundamental English abilities are speaking, listening, reading, and writing.

The majority of people prefer speaking as their primary mode of communication. Speaking is the process of expressing, presenting, and delivering a specific idea, thinking, or opinion through the use of an understandable spoken language. Speaking ability is also linked to the speaker's ability to communicate confidently. Unfortunately, mastering it is also extremely tough. A person speaking a foreign language needs more time to rectify oneself; once a word is said, it is spoken regardless of whether it is true or incorrect.

In Indonesia, English is a foreign language limited to classroom learning and is rarely used in everyday life, especially in speaking. So, some students need help mastering English in speaking. According to (Richards, 2008), mastering English speaking abilities is a focus for several second-language or foreign-language learners. Everybody has a diverse way of mastering a language, and one of them is playing games.

A game is an activity carried out by a person or team which are used as entertainment and matches to achieve goals. According to (Deesri, 2002), games can help students relax, become more comfortable, and want to study more. A game that can be played via the internet is known as an online game. Online games are designed to pit players against one another as either competitors or allies, depending on the type of game being played.

As a result, online games have good and bad effects on learning, particularly when learning a new language. There is no learning that has only a good influence; there is no learning that has only a positive impact. Students claim that their actions through online games will assist them in learning a foreign language in a more fun way, according to (Rauuf et al., 2020).

Playing online games can help students learn English for two reasons. First, there are a variety of online games that use English as their primary language. As a result, before we can play it, we must first learn English. Every online game has a goal and a purpose, and all instructions are written in English.

Second, there is a worldwide server for every game. We are linked with folks from all around the world on the worldwide server. We must interact with other individuals in the same way as we must communicate with others in our social lives.

So, we cannot just play the game by ourselves; we will need aid to finish it, even if it is only a game. Furthermore, according to (Fauziah, 2014), the online community element in online games serves as a social activity for gamers and influences their behavior. We must speak

English as an international language since we communicate with people worldwide. It also affects students' speaking skills.

Many students nowadays like playing online games as a hobby. Most use online games as learning techniques and a friendly approach to learning English.

LITERATURE REVIEW

1. Definition of Online Games

In this issue, a game is a form of entertainment that people may enjoy using gaming equipment such as computers or laptops, gadgets/smartphones, and consoles. While the term "online games" is made up of two words: "games" and "online." A game is a game, while an online game is played over the internet. A game is an activity done for pleasure or enjoyment with rules guiding who wins and who loses.

"Online game relates to two phrases, online and game," according to the Indonesian Language Spelling Guideline. "Game is a collection of widely used systems to play, while being online suggests that the system is connected to the internet." According to this perspective, online games are electronic and visual-based games that must be played on certain servers.

2. Characteristics of Online Games

Online games are entertaining to play and can lead to consumers becoming addicted to playing them repeatedly. Online games have the following qualities (Immanuel, 2009, p.18):

- a. There is a reciprocal nature to internet gaming.
- b. The game progresses in a dynamic rather than static manner.
- c. A physical place, as well as a set of rules, are required for play.
- d. The game's atmosphere is tight and intense.
- e. Games that can be controlled or played on the internet

3. Kinds of Online games

According to (Nasrizen, 2011: 8), there are numerous types of online games:

- a. FPS (First Person Shooter): This type of game allows us to feel as if we are a part of the game being played or as if we are actors in a major game.
- b. Real-Time Strategy is a game in which each player's strategy or tactics are crucial.
- c. A cross-platform online game may be played on two or more different systems while using the internet.
- d. Game Browser: This type of game can be played using a web browser.

e. MMOGs (Massively Multiplayer Online Games) are a type of game that can be played by players from all over the world and has many players.

4. The Effect of Online Games

a. Positive Effect

According to (Suryanto, 2015, p.11), online games have the following positive effects on students:

- Relieve tension, which allows pupils to enjoy and cope with fatigue from typical academic tasks by playing online games.
- Computer science is the healthiest subject in school, which means that children learn the principles of the topic by working on a computer in an internet café.
- Solve a problem quickly (problem-solving)
- The most beneficial aspect of playing online games is the ease with which new acquaintances with similar interests can be made.

b. Negative Effect

According to (Suryanto, 2015, p.12), online games have the following negative effects on students:

- Ignoring school to play online games at game rentals or internet cafes might cause addiction.
- Improper cash handling: youngsters frequently spend money given to them by their parents on online gaming vouchers and computer rentals at internet cafés.
- Although sports are taught at school, students rarely exercise every week. For their bodily well-being, this is insufficient.
- The most common unfavorable perception of online games is that it wastes of money because money is spent on game things.

5. Online Games as Media

In general, an online game is played with internet connectivity, according to (Darihastining et al., 2019). Games are unlike any other kind of media in that they appear to have a one-way flow of information, with the recipient passively decoding it. There are many different sorts of media that may be used to create online games. Communication, entertainment, and learning are three different sorts of media.

a. Communication

Games can help improve the effectiveness of communication. Because the game requires active participation from users, it necessitates total concentration, resulting in efficient communication that requires the recipients' full attention to hear the message.

b. Entertainment

The premise of Peter Vorderer's Media Entertainment hypothesis is escapism or escape from the concerns and exhaustion of daily activities. It is odd to see someone divert his mind to relieve stress by playing video games, watching TV, or listening to music.

c. Learning

Games may be used as a learning medium at all levels of education (elementary, junior high, high school/K), as well as majors such as language, medicine, engineering, civil engineering, and other areas depending on their content (McEnroe-Petitte & Farris, 2020; Yunanto et al., 2019).

6. Definition of English-Speaking Skill

According to (Bygate, 1987), speaking is the generation of auditory signals that cause listeners to respond with various verbal replies. Speaking is defined by (Brown, 1994) and (Burns & Joyce, 1997) as an interactive process for producing meaning that comprises information creation, reception, and processing. (Chaney, 1998) defines speaking as the process of creating and transmitting meaning via the use of verbal and nonverbal symbols in a variety of situations.

7. Characteristics of Speaking Skill

A characteristic of speaking skills should include both fluency and accuracy. According to (Mazouzi, 2013), student activities should be organized around equivalent fluency and accuracy. Students can improve their communication ability through practice.

Fluency is the first characteristic of a good speaking performance. According to (Hughes, 2002), fluency is learners' capacity to talk intelligibly so that conversation stays calm while listeners lose confidence.

The accuracy of a speaker's performance is the next characteristic. Students must be able to speak a foreign language fluently. Students should pay special attention to the precision and consistency of language forms, such as grammatical structures, vocabulary, and pronunciation, when speaking (Mazouzi, 2013).

8. The problem with speaking skill

Everyone has problems and challenges to overcome, even in mastering speaking abilities. The first problem is that learners confront difficulties in class. Students are terrified of making errors, being reprimanded, and being embarrassed by other classmates' stares, making it tough. According to (Littlewood, 2013), language classes can also generate hurdles and worries for learners.

The next issue is that students complain about not being able to memorize what they want to say and not having the desire to do so. The third problem in speaking skill is that owing to the many students in one class and the short duration, participation is relatively low, making it almost impossible to improve English language abilities in class. Only a few individuals dominate the whole class in speaking class, while others talk nothing or rarely.

METHODS

This paper aims to determine the effect of online games as a medium on students' speaking skill. This research is used a quantitative methodology. According to (Sugiyono, 2012), quantitative research methods Data is collected using research tools, and data processing are quantitative/statistical, with the goal of testing prepared hypotheses. Ex-post facto research used in this study is in line with (Sugiyono, 2007: 3), who argues that ex-post facto research is used to investigate events that have occurred and then trace back through the data to find plausible explanations for the investigation. The research took time between February 2022 to March 2022. It took 30 undergraduate students who played online games in Faculty Language and Literature at the State University of Makassar. The participants of this research are students in Class. Research Instruments: The research used a questionnaire as the research instrument. Data collection in this study used a questionnaire distributed by purposive sampling technique. The questionnaire creates using a Likert scale using Google Form (G-form). Instrument testing is carried out determine whether the indicators used are valid and reliable. The instrument used in this article is a questionnaire, which is used to offer answers to the first research question specified in the research question. The data was analyzed using SPSS. The data were analyzed using simple linear regression (F-Test) to determine the percentage of Online Games on English Speaking skill.

RESULTS AND DISCUSSIONS

This section presents the results of the research and data analysis on the topics that have been studied.

Gender Distribution

The percentage of male students was dominated by 67%, while the percentage of female students was 33 %, according to the results of the gender analysis of student respondents.

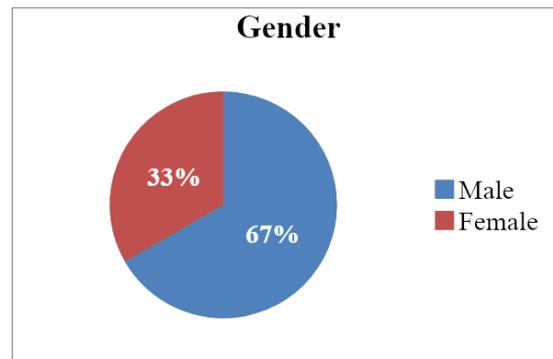


Figure 1. Gender Distribution

The Effect of Online Games on Students' Speaking Skill

To acquire the findings of the effect of online games on speaking skill using simple linear regression, The Linearity test, Normality test, Heteroscedasticity test, and finally, simple linear regression must all be passed (F test and coefficient of determination). A questionnaire was used to obtain data, which was then analyzed to ensure that it was valid data.

Linearity Test

Because the significant value is $0.724 > 0.05$, it may be assumed that Online Games and the English-Speaking Skill have a strong linear relationship.

Normality Test

The study data (valid) used can be assumed to be normally distributed because the significant asymptomatic value is $0.200 > 0.05$.

Heteroscedasticity

The study data does not include any heteroscedasticity (deviation). Since the significant value in Table 4.6 is $0.726 > 0.05$, it may be assumed that the study data are not heteroscedastic (valid).

F-Test in Simple Linear Regression Analysis

The F test is based on a significant value of 0.05 to determine whether or not there is a significant effect between the X and the Y. Because the significant result is 0.000b (not equal to 0 but close to 0) > 0.05, it may be concluded that online games affect Makassar State University students' English-speaking skill.

Hypothesis testing

The coefficient of determination, often known as R square, is 0.434, meaning 43.4 %. This chart indicates that online game has a 43.4 % effect on English-speaking skill. In comparison, the remaining 56.6 % ($1 - 0.434 = 0.566$) is influenced by factors other than online variables or variables not considered in the study.

CONCLUSION

This study aims to influence people's perceptions that online games are not always negative by showing the effects of online games on English speaking skill, particularly among teenagers aged 18 to 25, specifically at Makassar State University's Faculty of Language and Literature. According to the findings of the study, online games affect students' English-speaking skills. SPSS was used to conduct this study, and the software indicates that the hypothesis of the research model that was used is valid and accepted. This research can be seen in the findings of the calculation of the R Square or the coefficient of determination, which is valued at 43.4 %, indicating that the online game variable (X) has an effect on English speaking skills, with the remaining value of 56.6 % influenced by variables not included in this study. This may be communicated to the general public as important information, indicating that playing games is not all negative but has good aspects. From the results of this study, playing online games has an effect on helping teenagers who have difficulty learning English, especially speaking skills.

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